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Title: A Discussion of the Mystic Arts

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Britannia is a realm  
of magic - one which  
requires great study to  
understand and to  
make useful to mortal  
man.

Of course, all mages  
start off no better  
than any other man.  
We simply feel the  
tingle of magical  
energy around us, and  
once someone teaches  
us the trick to  
focusing such energy,  
lo! our first spells are  
cast.

I began my career as  
a mage with little more  
than my spellbook and  
the scant reagents  
scraped together from  
countless hours in  
the wild. But with  
these, I began to study  
how one harnesses  
the flow of magic to  
achieve the desired  
effects.

For instance, an  
early discovery for  
any mage is the  
simple creation of  
food. A most useful  
spell it is, especially  
when one gets hungry  
whilst out gathering  
reagents!

Of course, such a  
simple cantrip does  
little more than whet  
the true appetite of a  
wizard. Each First  
Circle spell is but a  
stepping stone to the  
next circle of power.  
A mage must know at  
least four spells of a

circle before  
attempting to cast  
from the next.

Of the First Circle, I  
will only note that any  
beginning mage should  
include Heal, Create  
Food, Magic Arrow,  
and Reactive Armor in  
their grimoires.

These will ensure  
that your skills  
continue to increase  
while keeping you  
alive that long!

Then the day will  
come when the  
apprentice takes steps  
into the Second and  
then the Third  
Circles. This happens  
most rapidly as the  
spells available  
greatly enhance the  
understanding of  
magical energies.

Spells of note in these  
Circles are Cure,  
Teleport, and Fireball.

Each introduces the  
sorcerer to different  
types of magic.

Most important of  
these three are the  
Fireball and Teleport  
spells. Teleport is  
essential to escaping  
close encounters with  
enemies, and it allows  
a mage to reach those  
havens of magery atop  
some city banks  
where mages of all  
skill levels congregate  
above the traffic and  
danger of thieves.

The Fireball is a most  
interesting spell as it  
is a mage's first taste  
of pure damage spells.

These flavors of  
magery are increased  
tenfold with the  
Fourth Circle. For it  
is here that a wizard  
gains access to three  
essential and awesome  
incantations.

Lightning improves upon the Fireball and unleashes a sheer destructive force. Many monsters can be laid low by this fierce bolt from the heavens.

Greater Heal is the staple to any mage's repertoire. It can repair horrific wounds easily. Many mages are hired by adventuring parties simply for their healing abilities!

But the most desired spell of the Fourth Circle is the wondrous Recall. This incantation of transportation enables a mage to instantly travel across the world with the use of a properly Marked recall rune. Once this spell is learned, few mages ever again resort to mundane travel by foot or ship.

Ah! When a mage dares to enter into the Fifth Circle of magery, then and only then will they shrug off the mantle of a mere dabbler and truly earn the title "Wizard". For here and in the Circles above are the spells that only more dedicated souls can attain. The training required to master these sorceries is most rigorous and time consuming. Thus the wheat is separated from the chaff, so to speak.

The Fifth Circle contains spells that distinguish mages as truly powerful foes in combat - especially

in the frequent  
magical duels this  
land seems to thrive  
upon.

The most important  
spells of the Fifth  
Circle by far are  
Magic Reflection,  
Paralyze, and Blade  
Spirits.

Magic Reflection is  
a must for any mage  
leaving his laboratory,  
tower, or other place  
of study. It shields  
one from the next  
offensive spell cast at  
the wearer. The spell  
is simply reflected  
back at the person who  
cast it!

Paralyze is a  
fearsome spell to any  
soul. It magically  
freezes a person,  
preventing movement  
and the casting of  
spells. In any magical  
battle, the words "An  
Ex Por" will appear  
frequently. Sadly,  
this is also the spell  
of choice for those  
mages who prey upon  
their fellow men in  
murderous bloodlust.

Now then, Blade  
Spirits is a truly  
devious magical  
construction, and I  
caution any mage to  
carefully consider the  
situation before  
casting this spell.  
The incantation  
summons a most  
powerful entity of  
whirling blades coated  
with vile poison. The  
spirit is alarmingly  
quick, and it is also  
quite fickle in  
choosing its target.  
Unless one clears the  
area as soon as the  
spirit emerges, the  
casting mage may find  
themselves at the

mercy of their own creation!

Now the Sixth Circle of magic is a truly wondrous and powerful one. Almost every spell currently known to this circle is of use to a mage. In fact, I would only say that Mass Curse and Paralyze Field are not often used. But the circle offers some of the most powerful damage spells - Energy Bolt and Explosion. Both are staples in any battlemage's collection. And once again, they also are favorites of those who feel no qualms about murder.

However, spells such as Invisibility, Mark, Dispel, and Reveal are used almost daily by any mage of power.

The Seventh Circle is truly a collection of spells which often are a source of debate in utility. The most commonly used spell of this circle is Gate Travel. An improvement upon Recall, Gate allows a wizard to transport several people at one time with a Marked rune. And this circle also contains a truly powerful damage spell, Flamestrike. However, the other spells, including the area effects of Chain Lightning and Meteor Swarm, are only truly used in select situations.

And so we come to the awe-inspiring Eighth Circle. This circle contains the

highest level of complexity that any mage could hope to experiment with.

Earthquake is another area effect, damage spell. And Resurrection is a mage's way to return life to the fallen.

But it is the summoning spells which capture any wizards fancy. With a fury of chanting and invocation, a mage can call forth powerful beings from the elemental planes to serve his or her bidding. A similar spell summons an awesome demon from the depths of the Abyss. And lastly, the Energy Vortex spell is a far more deadly variation of the Blade Spirit, calling forth an entity of pure magic.

In parting, reader, I would like to thank you for reading this tome. I hope my work imparts some new knowledge to you. Farewell, and my thy spells never fizzle!